

# CAROLINA BRAGER

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## EDUCATION

### University of Rochester

*Bachelor of Science in Computer Science*

GPA: 3.48/4.00

Rochester, NY  
expected May 2020

- Minor in Electrical and Computer Engineering
- Dean's list 2 of 4 semesters
- Relevant Coursework: Data Structures and Algorithms, Computation and Formal Systems, Design and Analysis of Efficient Algorithms, Mobile Application Development in Android
- Team captain for the women's ultimate Frisbee team (May 2018 – Current)

## EXPERIENCE

### University of Rochester

*Teaching Assistant*

Rochester, NY  
January 2018 – Present

- Assist the professor by helping students when they have questions, grading assignments and exams, and monitoring quizzes and exams.
- Design assignments to challenge students and develop their knowledge of programming in C and C++.
- Offer office hours to answer any additional questions that students have.

### University of Connecticut

*Researcher, Research Experience for Undergraduates*

Storrs, CT  
June – August 2017

- Created a Python script to improve efficiency in the Voting Technology and Research Center.
- Designed the script to assist with the assembly of a file used with another piece of software in the lab.
- Wrote a research paper describing the research performed and its applications.

## PERSONAL PROJECTS

[github.com/carolina-brager](https://github.com/carolina-brager)

### iPhone Finger Twister Application

February 2017 – March 2017

- Created an iPhone application using Xcode where you played the game Twister with your fingers.
- Learned the basics of the Swift coding language and application development.

### Automata Project

January 2017

- Simulated a deterministic finite automaton (DFA) and a non-deterministic finite automaton (NFA) using C for the class Computation and Formal Systems (CSC 173) with two classmates.
- Responsible for the DFA files and the creation of several specific automata used to test the program.

### Android Application Test

May 2018

- Given only basic UI/UX files from a company as part of a coding challenge, copied an Android application that the company had previously developed.
- Developed the entire application using Android Studio and, after a few rounds of feedback from the company, successfully produced a professional-level copy of the original application.

## SKILLS

**Programming:** Proficient in Java, C, C++, Python, Android Studio, git, and the command line. Basic understanding of HTML, CSS, JavaScript, and Swift.

**Languages:** Native English speaker, fluent in Spanish, proficient in French (speaking, reading, writing), basic in Dutch (speaking and understanding).